Your objective, as a member of the Planetary
Liberation Force is to travel to a series of alien
worlds, freeing them from the darkness that has
beset them.

At the outset of each level, the world you must free
is shown briefly before it is blacked out.
Take careful note of this, as you will not get another
look at the entire level until it is completed.
By travelling over the square sectors that make up
each chequered world you can illuminate it. When
all the squares have been illuminated, the exit
square for that level flashes and must be reached
before the time limit expires to teleport to the next
world. Counters at the bottom of the screen display
time remaining and how many squares still need to
be revealed to complete the level.

To make things more difficult, some squares are
'dead ends' and unlit squares beyond cannot be
reached unless an alternative route is found.
Another problem is represented by the marauding
aliens that patrol each level intent on destroying
your work. While patrolling each planet they black
out the squares you have uncovered, making it
necessary for you to return and uncover it again
before the level can be completed. If you come into
contact with an enemy a life is lost. Similarly, if you

MASTERTRONIC

become trapped on a 'dead end' square, your only alternative is to commit suicide. As the game progresses, more alien enemies are introduced and the hidden paths for each level become more difficult to negotiate. Points are awarded for revealing squares, with a bonus given upon the completion of each level, and additional points awarded for time remaining.

CONTROLS

JOYSTICK			KEYBOARD
UP	–	MOVE UP	– ;
DOWN	–	MOVE DOWN	– /
LEFT	–	MOVE LEFT	– A
RIGHT	–	MOVE RIGHT	– B

LOADING INSTRUCTIONS

SPECTRUM

Put your machine into 48K mode.
Type LOAD"" and press ENTER.
Press PLAY on tape. Program will load and run.

AMSTRAD

464: Press CTRL and small ENTER.
6128: Type |TAPE and press RETURN.
Press CTRL and small ENTER.

CREDITS

Designed and Programmed by Barney
Player's Instructions By Gary Whitta
© Mastertronic 1988

FRENCH

COUVERTURE ARRIÈRE (Back Cover)

Battez-vous contre la montre et les ennemis maraudeurs en essayant de libérer chaque écran de l'obscurité dans ce puzzle d'arcades stimulant et compliqué. Un joueur. Manche à balai ou Clavier.

LES COMMANDES

MANCHE A BALAI			CLAVIER
HAUT	–	ALEZ EN HAUT	;
BAS	–	ALEZ EN BAS	/
GAUCHE	–	ALEZ A GAUCHE	A
DROITE	–	ALLEZ A DROITE	B

INSTRUCTIONS DE CHARGEMENT

SPECTRUM

Mettez votre machine en mode 48k. Tapez LOAD"" et appuyez sur ENTER. Appuyez sur PLAY sur la cassette. Le programme se chargera et se déroulera.

AMSTRAD

464: Appuyez sur CTRL et la petite touche ENTER.
6128: Tapez | TAPE et appuyez sur RETURN. Appuyez sur CTRL et la petite touche ENTER.

GERMAN

RÜCKSEITE (Back cover)

Sie kämpfen unter extremem Zeitdruck gegen plündernde Feinde. Dabei versuchen Sie, jedes Screen von der Dunkelheit zu erlösen in diesem herausfordernden und verblüffenden Arcade-Rätselspiel. Für einen Spieler. Joystick oder Tastatur.

STEUERUNG

JOYSTICK			TASTATUR
HOCH	–	NOCH OBEN	;
RUNTER	–	NACH UNTEN	/
LINKS	–	NACH LINKS	A
RECHTS	–	NACH RECHTS	B

LADEANWEISUNGEN

SPECTRUM

Gerät auf 48K einstellen. LOAD"" tippen und auf ENTER drücken. PLAY auf dem Kassettenrecorder drücken. Das Programm lädt sich und läuft automatisch.

AMSTRAD

464: Auf CTRL und die kleine ENTER-Taste drücken.
6128: | TAPE tippen und auf RETURN drücken. Auf CTRL und die kleine ENTER-Taste drücken.

ITALIAN

RETRO COPERTINA

Lotta contro il cronometro a le scorrerie dei nemici cercando di liberare ogni videata dalle tenebre, in una sconcertante sfida di questo gioco arcade.

Per un solo giocatore. Joystick o Tastiera

CONTROLLI

JOYSTICK			TASTIERA
SU	–	MUOVE IN ALTO	;
GIÙ	–	MUOVE IN BASSO	/
SINISTRA	–	MUOVE A SINISTRA	A
DESTRA	–	MUOVE A DESTRA	B

ISTRUZIONI DI CARICAMENTO

SPECTRUM

Metti il computer in modalità 48K. Batti LOAD"" e premi ENTER. Premi PLAY sul registratore. Il programma si carica e gira da solo.

AMSTRAD

464: Premi CTRL ed ENTER Piccolo.
6128: Batti | TAPE e premi RETURN. Premi CTRL ed ENTER piccolo.